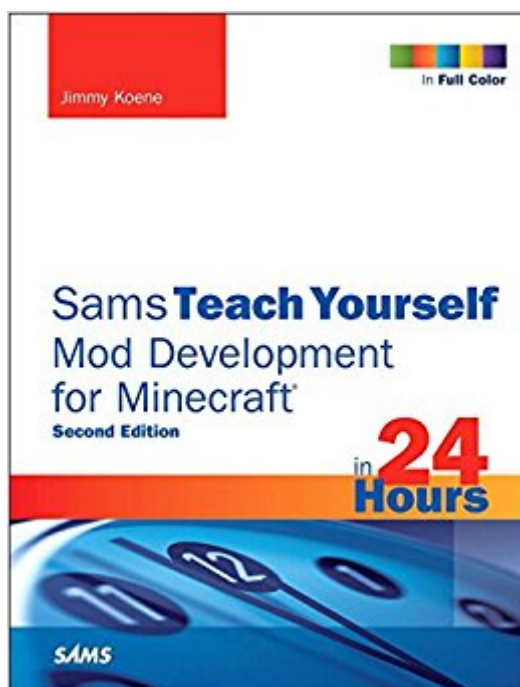The book was found

Sams Teach Yourself Mod Development For Minecraft In 24 Hours (2nd Edition)

Synopsis

In just 24 sessions of one hour or less, Sams Teach Yourself Mod Development for Minecraft in 24 Hours will help you transform Minecraft into anything you can imagineâ "and share your vision with millions of players worldwide! Youâ ™ll learn all the mod development skills you need as you walk through a complete step-by-step project, complete with a mob, new tools, new armor, food, ores, and much more. Every lesson builds on what youâ ™ve already learned, giving you a rock-solid foundation for building any mod and creating any world! Â Step-by-step instructions carefully walk you through the most common Minecraft mod development tasks. Â Quizzes and exercises at the end of each chapter help you test your knowledge. Â Notes present interesting information related to the discussion. Â Tips offer advice or show you easier ways to perform tasks. Â Cautions alert you to possible problems and give you advice on how to avoid them. Â Minecraft is a registered trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsoredÂ by Mojang Synergies / Notch Development AB. Â Learn how to... Â   Set up the environment where youâ ™ll write your mod for Minecraft 1.8   Create the basics for your mod with the Forge API   Establish a framework that makes it easier to build complex mods   Work with recipes and other small modifications   Create multiple recipes, items, blocks, and entities at once   Cook up food items that heal your players   Make custom pickaxes, shovels, and completely original tools   Use Tile Entities to create complex and unique mods   Create interesting custom armor for players   Generate entire worlds, including ores and plants   Design and generate new structures with MCEdit   Understand Entities and create Entity Models with Techne   Code mobs with a custom Entity Model   Manufacture Throwables   Edit Minecraft functionality without breaking other mods   Structure, package, and release your mod   Master Java programming techniques you can use far beyond Minecraft   On the Web: Register your book at informit.com/title/9780672337635 for access to all code examples and resources from this book, as well as updates and corrections as they become available. Â Â

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Customer Reviews

Jimmy Koene maintains one of the worldâ ™s most popular Minecraft mod websites (www.wuppy29.com/minecraft/modding-tutorials/forge-modding/). He is one of the only Minecraft modders who consistently maintains and updates his online tutorials. Also an expert Java and C++ programmer and Unity developer, he has written an Android Minecraft app that has been downloaded more than 45,000 times, along with various other smaller apps. He also maintains several Minecraft mods that cover many aspects of Minecraft, ranging from slight changes to how food works to mods that completely change the way you play.

Before getting this book I had already created a moderately successful mod (Doomlike Dungeons) for Minecraft 1.5.2 and updated it to versions 1.6, 1.7, and 1.8 of the game, as well as a couple smaller mod (one of which is silly and will never be released, the other is hidden in my Adventrues of the Ancients modpack to round things out and tie them together). So, you might be asking now, why would I read a book about modding when I can already do it? Well, there are other areas of modding that I've not done much with. Having a information on common aspects of Minecraft modding in a convenient, self-contained package is something that could save many hours of either digging blindly through the games source code (though that can still be useful) or searching for tutorials online. I find this book well written and complete for the topics it covers (I do wish I had a section on dimension modding). For someone new to modding this should teach them all the basics. The description of Java concepts is a bit awkward and simplistic, but for Minecraft and Forge related material is quite good. It would have been nice to have had this when I first started learning to mod.Now, for a complaint I've see: this is for 1.7.10, not the latest 1.8 version of the game. Well, any book you get will likely be behind when or soon after its release -- new updates keep coming out, and probably will as long as people keep buying the game. The good news is this: Once you know how to do something with one version you have a good starting place for figuring out other

versions, even if the new (or older) way is a little different.On another key point is Java language and programming in general. You actually can create simple mods without really knowing Java by just following instructions by rote. But, learning Java will pay off greatly -- when you understand Java many things that might seem arbitrary start to make sense. Knowing Java also lets you begin reading the Minecraft soruce code itself and going beyond what others tell you in books, videos, or other sources. An understanding of Java will give you far more freedom and power, allowing more creativity in your mods. Therefore I would recommend a book like Teach Yourself Java in 21 days (or 24 hours) for those with know programming experience and younger readers. The freely available Java tutorials from Oracle are also very good if you have some programming experience. If you really want to fully unleash you creativity the book Game Programming Patterns and a beginning book on algorithms and data structures and/or game programming will take you to the next level. Without and understanding of data structures and algorithms Doomlike Dungeons would not exist.All around I would recommend this book to anyone starting out modding Minecraft, but again, not without a beginning Java book unless you are already a Java programmer (fortunately I was).

Sam's teach yourself covers every aspect needed to creatr a fully functional mine craft mod. I came in with no experience except some basic java and by the time I had finished the book I felt comfortable with all the aspects covered. The examples are well explained and the pace suits all levels of Java experience.highly recommended!!!

Would give it five stars if they supported Minecraft 1.9 on their support site. My son loved it until the point on how to modifying a food item which errors out since the book and their website only supports Minecraft 1.8 and my son is using version 1.9. Since the book was less than a year from being published I assumed incorrectly it was current and also since it provided access to online code updates I assumed the author would keep the code base current but that is not the case.If not supporting newer minecraft versions it would have been nice to have a page or 2 explaining when the parameter list of a function changes how to look up the updated function call to know what to put in the parameter list.

Exactly what I was looking for, it covered how to use Forge to make basic mod changes, and provided a reference for conventions used. It pays to at least have a comp sci 1 background in Java though.

The book is really helpful in learning how to mod Minecraft 1.7.10. I have been adding 5 items into my mod within an hour. It's really good at explaining how to do things and makes a legitimate attempt at trying to explain Java coding. How ever though, I think it would be a good idea to watch some tutorials online Java tutorials as we'll maybe as you read the book. It's not the author's fault, it's more the subject matter. Anyway though, it's a lot more fun (and easy) than trying to learn by yourself.

not that easy for kids

Good book

My kids were constantly asking me to download Minecraft mods. When one of their computers became infected I put a stop to the mods. One day while my son was begging me for a mod he had found I challenged him to build his own. I found this book and purchased it and we have been working through it together. My son is 9 and I have very little programming experience but we have had fun going through the exercises together. We are only on the third chapter but we have already learned so much and can't wait to learn more.

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